

TALON

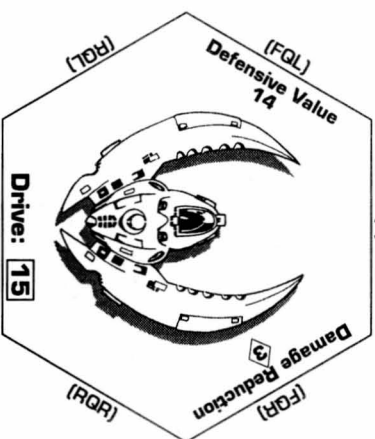
TPV
45

Pilot —
2 Disruptorguns (F)
To Hit: 2D8+1D4+1
Damage: Medium +1S

Crew —
Pilot
Plt: 8
Gnr: 4

Pilot —
2 Pulse Lasers (F)
To Hit: 2D8+1D4+1
Damage: Low+1

Mk. 10
Torp



BPV: 33

I.D.

3	10	3	1	t	X	15	*	1	14	13	12	11	W	6	5
2		2				9			8			7			
1															

DAMAGE TRACK

(R) Tight Turn Cost: 1D4 +3

Introductory Scenario I: The Silent Death

Star fighter engagements between evenly matched forces are not unheard of. Here, four Pit Vipers of the 141st Devonian Combat Wing tangle with a couple of Talons flown by Sigurdian missionaries during an attack in 7 AL by the Archdiocese over Nottingham—a Devonian holding—in which the warrior-priests attempted to forcibly convert the Nottinghamers to their faith.

Forces

Sigurdian Talon Element: Set up first along Edge 1.
Talon A — Pilot (Plt 8, Gnr 4)
Talon B — Pilot (Plt 7, Gnr 6)

The Silent Death

TALON

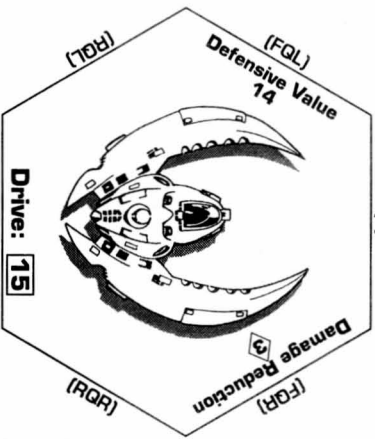
TPV
46

Pilot —
2 Disruptorguns (F)
To Hit: 2D8+1D6+1
Damage: Medium +1S

Crew —
Pilot
Plt: 7
Gnr: 6

Pilot —
2 Pulse Lasers (F)
To Hit: 2D8+1D6+1
Damage: Low+1

Mk. 10
Torp



BPV: 33

I.D.

3	10	3	1	t	X	15	*	1	14	13	12	11	W	6	5
2		2				9			8			7			
1															

DAMAGE TRACK

(R) Tight Turn Cost: 1D4 +3

Flight of 141st Devonian: Set up second near Edge 3.

Pit Viper A — Pilot (Plt 10, Gnr 8)
Pit Viper B — Pilot (Plt 8, Gnr 7)
Pit Viper C — Pilot (Plt 6, Gnr 7)
Pit Viper D — Pilot (Plt 1, Gnr 7)

Special Rules

1) Returning from attacking a Devonian satellite, the Talons are not armed with their torpedoes.

Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins. A tie is a draw.

CRITICAL HITS

- Pilot killed. Talon may perform no further actions. Defensive Value drops to 5.
- Hull breached. Reduce Talon's Defensive Value by 6.
- Electronic Warfare knocked out. Talon may no longer jam torps. Reduce Defensive Value by 4.
- Maneuver Thrusters damaged. All turns cost 1 extra movement point to perform. Reduce Defensive Value by 2.
- Shields damaged. Reduce Defensive Value by 1.
- Stabilizers damaged. All turns cost 1 extra movement point.
- Evade Thrusters hit. Reduce Defensive Value by 2.
- Disruptorgun Targeters damaged. All further Disruptorgun To Hit attempts suffer a -2 modifier.
- Engines momentarily lose power. Reduce current Drive value to 4 until after next game turn.
- Pilot dazed. Talon may not move or discharge any weapon until after the next game turn.
- Reactor hit. Talon explodes into a ball of molten slag.

DISRUPTORGUN SPECS

Short Range: 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-6 hexes (-1 To Hit).
S If target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore target's Damage Reduction when resolving a hit.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

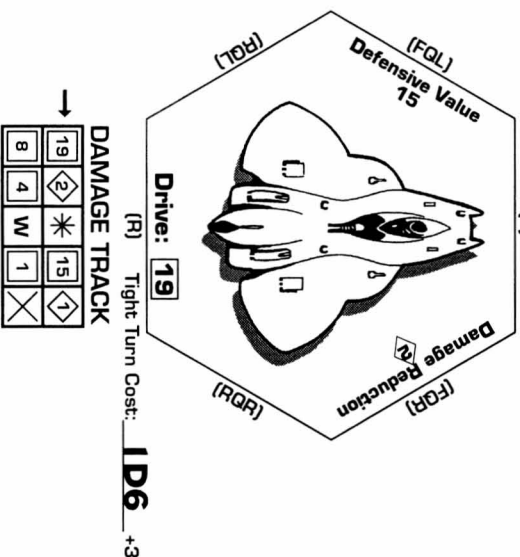
The Silent Death

BPV: 12 I.D.  **PIT VIPER**

TPV
25

Pilot
3 Pulse Lasers (F)
To Hit: 2D8+1D8+2
Damage: Low+2

Crew
Pilot: 6
Gnr: 7

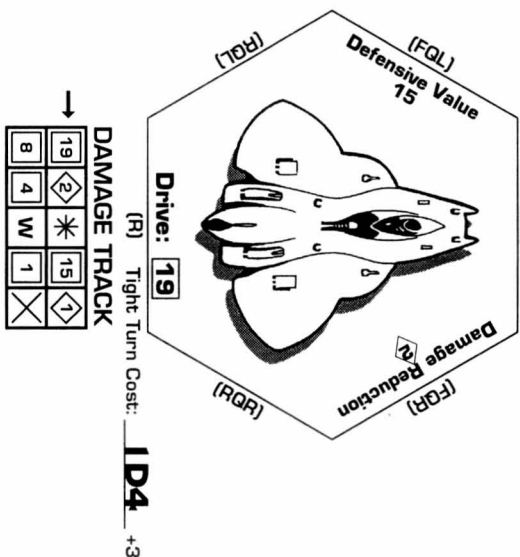


BPV: 12 I.D.  **PIT VIPER**

TPV
30

Pilot
3 Pulse Lasers (F)
To Hit: 2D8+1D8+2
Damage: Low+2

Crew
Pilot: 10
Gnr: 8

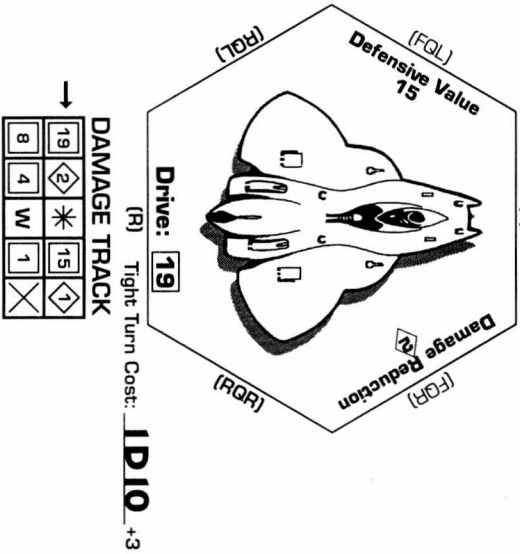


BPV: 12 I.D.  **PIT VIPER**

TPV
20

Pilot
3 Pulse Lasers (F)
To Hit: 2D8+1D8+2
Damage: Low+2

Crew
Pilot: 1
Gnr: 7

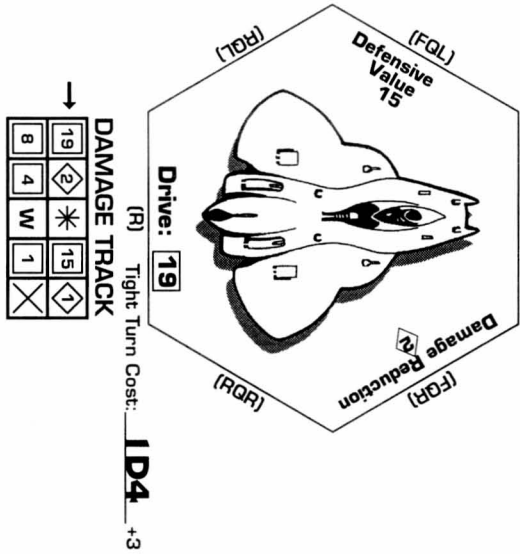


BPV: 12 I.D.  **PIT VIPER**

TPV
27

Pilot
3 Pulse Lasers (F)
To Hit: 2D8+1D8+2
Damage: Low+2

Crew
Pilot: 8
Gnr: 7



CRITICAL HITS

- 1 — Pilot killed. Pit Viper may perform no further actions.
- 2 — Pilot dazed. Pit Viper may not move or fire until after the end of the next game turn.
- 3 — Electronic Warfare knocked out. Pit Viper may no longer jam torps. Reduce Defensive Value by 5.
- 4 — Maneuver Thrusters hit. Pit Viper may no longer make Tight Turns.
- 5 — Shields damaged. Reduce Defensive Value by 3.
- 6 — Pulse Laser damaged. Reduce chance To Hit by 1.
- 7 — Evade Thrusters hit. Reduce Defensive Value by 4.
- 8 — Engines severely damaged. Pit Viper reduced to a Drive value of 1. Reduce Defensive Value by 7.
- 9 — Engines destroyed. Pit Viper may not move or turn. Reduce Defensive Value to 5.
- 10 — Hull breached. Reduce Defensive Value by 5. At the end of next game turn, Pit Viper will disintegrate and be destroyed.
- 11 — Reactor hit. Power generator detonates; vessel is destroyed.

PULSE LASER SPECS

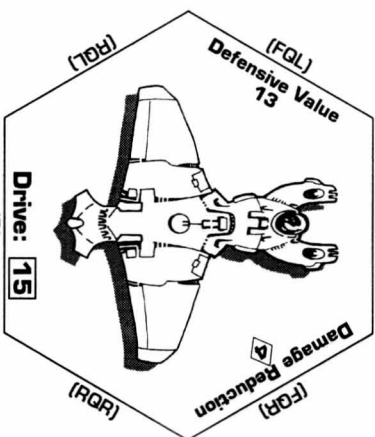
Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

TPV
60

Pilot —
6 Splatterguns (F)
To Hit: 2D6+1D6+5
Damage: Medium+10

Crew —
Pilot —
Plt: **7**
Gnr: **6**

Pilot —
1 Meld Laser (F)
To Hit: 2D8+1D6
Damage: Medium



Drive: 15
Tight Turn Cost: 1D4 +3

BPV: 47

I.D. **A**

NIGHT HAWK

→		15	4	*	14		3	13	W	2
	12		1	11		10	*	9	W	8
	7		6		5		4	3	1	X

DAMAGE TRACK

Introductory Scenario 2: Dogfight Over Yoka-Shan

Apparently the Terrans do not have an exclusive on stupidity. Early in 7 AL, a "renegade" regiment of Draconians, employing Colosian weaponry, directly attacked the Yoka-Shan Warworld in a test of the Warworlders' strength. This scenario deals with an action where the out-classed Promethians forced a toe-to-toe dogfight with their Terran foes.

Forces

Element from the 96th Yoka-Shan Medium SPAC Regiment: Set up first along Edge 1.

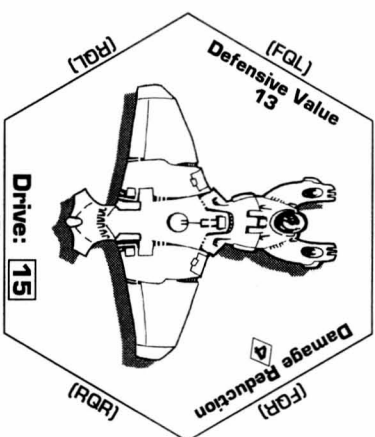
Night Hawk A — Pilot (Plt 7, Gnr 6)
Night Hawk B — Pilot (Plt 6, Gnr 3)

TPV
56

Pilot —
6 Splatterguns (F)
To Hit: 2D6+1D4+5
Damage: Medium+10

Crew —
Pilot —
Plt: **6**
Gnr: **3**

Pilot —
1 Meld Laser (F)
To Hit: 2D8+1D4
Damage: Medium



Drive: 15
Tight Turn Cost: 1D6 +3

BPV: 47

I.D. **B**

NIGHT HAWK

→		15	4	*	14		3	13	W	2
	12		1	11		10	*	9	W	8
	7		6		5		4	3	1	X

DAMAGE TRACK

Flight of Renegade Draconian Spirit Riders: Set up second along Edge 3.

Spirit Rider A — Pilot (Plt 8, Gnr 7)
Spirit Rider B — Pilot (Plt 4, Gnr 5)
Spirit Rider C — Pilot (Plt 1, Gnr 5)
Spirit Rider D — Pilot (Plt 1, Gnr 1)

Special Rules

1) Due to extended operations without resupply, the Spirit Riders are not armed with their torpedoes.

Victory Conditions

At the end of 10 game turns, both sides total up the Total Point Values of all enemy starcraft destroyed. The side with the highest total wins.

CRITICAL HITS

- Pilot killed.** Night Hawk may perform no further actions.
- Engines sputter.** Night Hawk may only use 3 movement points next turn. Reduce Defensive Value by 5.
- Electronic Warfare knocked out.** Night Hawk may no longer jam torps. Reduce Defensive Value by 5.
- Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- Shields damaged.** Reduce Defensive Value by 2.
- Meld Laser Targeters damaged.** Reduce chance To Hit by 1.
- Splattergun Targeters damaged.** Splatterguns may not be fired until after the next game turn.
- Hull compromised.** Reduce Defensive Value by 4.
- Severe structural damage.** Reduce Defensive Value by 6. Modify Night Hawk's further To Hit attempts by -4.
- Pilot dazed.** Night Hawk may not move or fire until after the next game turn.
- Reactor hit.** Vessel explodes and is utterly destroyed.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

MELD LASER SPECS

Short Range: 1-6 hexes (+1 To Hit).
Medium Range: 7-18 hexes.
Long Range: 19-20 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤ 12.

Dogfight Over Yoka-Shan

BPV: 18 I.D. **SPIRIT RIDER**

TPV
24

Pilot
2 Splatterguns (F)
To Hit: 2D6+1D6+1
Damage: Medium+2

Crew
Pilot: 1
Gnr: 5

Mk. 10 Torps

Defensive Value 14

Drive: 15

Tight Turn Cost: ID10 +3

DAMAGE TRACK

1	3	15		2	12
9	W	*	6	2	X

BPV: 18 I.D. **SPIRIT RIDER**

TPV
33

Pilot
2 Splatterguns (F)
To Hit: 2D6+1D6+1
Damage: Medium+2

Crew
Pilot: 8
Gnr: 7

Mk. 10 Torps

Defensive Value 14

Drive: 15

Tight Turn Cost: ID4 +3

DAMAGE TRACK

1	3	15		2	12
9	W	*	6	2	X

BPV: 18 I.D. **SPIRIT RIDER**

TPV
20

Pilot
2 Splatterguns (F)
To Hit: 2D6+1D4+1
Damage: Medium+2

Crew
Pilot: 1
Gnr: 1

Mk. 10 Torps

Defensive Value 14

Drive: 15

Tight Turn Cost: ID10 +3

DAMAGE TRACK

1	3	15		2	12
9	W	*	6	2	X

BPV: 18 I.D. **SPIRIT RIDER**

TPV
27

Pilot
2 Splatterguns (F)
To Hit: 2D6+1D6+1
Damage: Medium+2

Crew
Pilot: 4
Gnr: 5

Mk. 10 Torps

Defensive Value 14

Drive: 15

Tight Turn Cost: ID8 +3

DAMAGE TRACK

1	3	15		2	12
9	W	*	6	2	X

CRITICAL HITS

- 2 — Pilot killed. Spirit Rider may perform no further actions.
 - 3 — Engines destroyed. Spirit Rider may not move or turn. Reduce Defensive Value to 5.
 - 4 — Electronic Warfare knocked out. Spirit Rider may no longer jam torps. Reduce Defensive Value by 5.
 - 5 — Maneuver Thrusters hit. Spirit Rider may no longer turn. Shields damaged. Reduce Defensive Value by 2.
 - 7 — Splattergun Targeters hit. Reduce chance To Hit by 2.
 - 8 — Evade Thrusters hit. Reduce Defensive Value by 3.
 - 9 — Hull compromised. Reduce Defensive Value by 4.
 - 10 — Engines severely damaged. Spirit Rider reduced to a Drive value of 1. Reduce Defensive Value by 7.
 - 11 — Pilot dazed. Spirit Rider may not move or fire torps until after the next game turn.
 - 12 — Reactor hit. Power supply detonates; vessel is destroyed.
- SPLATTERGUN SPECS**
- Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

Introductory Scenario 3: The Behemoth Returns

Nearly obliterated by the Night Brood's invasion, the remnants of the once proud Dneprodzerkutzk people banded together under the banner of its most renowned warriors, those of the Behemoth Warband. The Behemoths had been stripped of their land and much of their honor, but they still had their fighters. In this action, two Dneprodzerkutzk Salamanders ambush a lone Lance Electra patrolling over a Colosian mining operation.

Forces

Colosian Pilot Mikhail Tretyak: Set up first in Area A.
Lance Electra A — Pilot (Plt 10, Gnr 10)
Gunner A (Gnr 10)

Element of the Behemoth Warband: Set up second in Area F.
Salamander A — Pilot (Plt 5, Gnr 5)
Gunner (Gnr 5)
Salamander B — Pilot (Plt 3, Gnr 1)
Gunner (Gnr 5)

Special Rules

1) Because the Dneprodzerkutzk have fallen on hard times, the Salamanders are not carrying torpedoes.

Victory Conditions

The Colosian player wins if, by the end of 10 game turns, all the cannon weapon systems on both Salamanders are rendered useless.

The Behemoth player wins if, by the end of 10 game turns, Tretyak has been killed or the Lance Electra has been destroyed. Any other result is a draw.

TPV —
90

Pilot —
1 Pulse Laser (F)
To Hit: 2D8+1D10
Damage: Low

Crew —
PILOT —
Plt: 10
Gnr: 10
GUNNER —
Gnr: 10

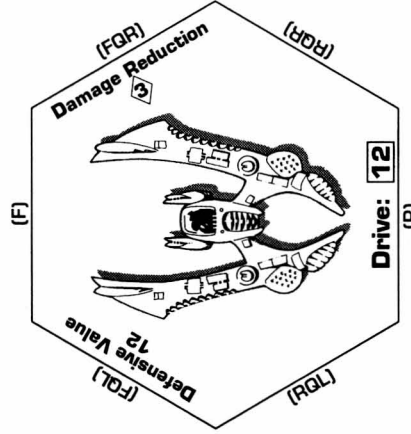
Mk. 30
Torps
○ ○

Pilot —
1 Protobolt Projector (F)
To Hit: 2D6+1D10
Damage: 10/8/6
○ ○ ○ ○

Mk. 10
Torps
○ ○

Gunner —
1 Protobolt Projector (F)
To Hit: 2D6+1D10
Damage: 10/8/6
○ ○ ○ ○

LANCE ELECTRA



Tight Turn Cost: **1D4** +3

Gunner —
Missile Launcher (360°)
Lock-on < 1D
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

DAMAGE TRACK

11	9	5	W	4	2	×	3	T	W	12	t	*	*	t	*	6
----	---	---	---	---	---	---	---	---	---	----	---	---	---	---	---	---

- 2 — Pilot dazed. Electra may not move or fire Pilot's Projector or Pulse Laser until after next game turn.
- 3 — Engines sputter momentarily. Electra's Drive value is reduced to 3 until after next game turn.
- 4 — Electronic Warfare knocked out. Electra may no longer jam torps. Reduce Defensive Value by 3.
- 5 — Maneuver Thrusters damaged. All turns, including tight turns, cost 1 extra movement point to perform.
- 6 — Shields damaged. Reduce Defensive Value by 1.
- 7 — Pilot's Protobolter hit. Lose half its remaining ammo.
- 8 — Torp Targeting Scanner damaged. Cannot launch torps until after the next game turn.
- 9 — Left Hull buckles. Pilot's Projector loses 2 Protobolts. Reduce Defensive Value by 3.
- 10 — Right Hull buckles. Gunner's Projector loses 2 Protobolts. Reduce Defensive Value by 3.
- 11 — Gunner dazed. Electra may not fire Gunner's Projector or Missile Launcher until after next game turn.
- 12 — Massive structural collapse. Lance Electra breaks up into chunks of useless scrap metal.

PROTObOLT SPECS
Short Range: 5-8 hexes (+1 To Hit), Medium Range: 9-12 hexes, Long Range: 13-16 hexes (-1 To Hit).
Target Speed Restriction: Target's Drive value must be ≤ 14.
PULSE LASER SPECS
Short Range: 1-3 hexes (+1 To Hit), Medium Range: 4-9 hexes, Long Range: 10 hexes (-1 To Hit).

I.D.A.

BPV: 60

The Behemoth Returns

CRITICAL HITS!

- 2 — **Crew killed.** Salamander may perform no further actions.
- 3 — **Engines sputter.** Salamander may only use 3 movement points next game turn. Reduce Defensive Value by 5 due to additional damage.
- 4 — **Electronic Warfare knocked out.** Salamander may no longer jam torps. Reduce Defensive Value by 3.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Ionizers fizzle.** Reduce Impulsegun's Damage to Medium.
- 8 — **Torp Targeting Scanner damaged.** No torpedoes may be fired until after the next game turn.
- 9 — **Hull buckles.** Reduce Defensive Value by 4 and lose one torp of the pilot's choice.
- 10 — **Gunner killed.** Salamander may no longer use the Pulse Laser or Splatterguns.
- 11 — **Pilot dazed.** Salamander may not move or fire the Impulsegun until after the next game turn.
- 12 — **Reactor hit.** Starcraft explodes into oblivion.
- **IMPULSEGUN SPECS ■**
Short Range: 1–3 hexes (+1 To Hit).
Medium Range: 4–8 hexes.
Long Range: 9–10 hexes (–1 To Hit).
- **SPLATTERGUN SPECS ■**
Short Range: 1–2 hexes (+1 To Hit).
Medium Range: 3–6 hexes.
Long Range: 7–10 hexes (–1 To Hit).
- **PULSE LASER SPECS ■**
Short Range: 1–3 hexes (+1 To Hit).
Medium Range: 4–9 hexes.
Long Range: 10 hexes (–1 To Hit).

■IMPULSEGUN SPECS■

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-8 hexes.
Long Range: 9-10 hexes (-1 To Hit).

■ SPLATTERGUN SPECS ■

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

■ PULSE LASER SPECS ■

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

SALAMANDER

TPV — **75**

Pilot —
1 Impulsegun (F)
 To Hit: 2D8+1D4
 Damage: High

Crew —
 PILOT **3**
 Plt: **J**
 Gnr: **I**
 GUNNER **5**
 Gnr: **5**

Mk.20 Torp ●

Mk.10 Torps ●●●●

(F) Defensive Value 12 (FGL)
 Damage Reduction 3 (FOR)
 Drive: 16 (RQL)

(R) Tight Turn Cost: **1D8**+3

Gunner —
1 Pulse Laser (360°)
 To Hit: 2D8+1D6
 Damage: Low

Gunner —
2 Splatterguns (RQL) (R) (RQR)
 To Hit: 2D6+1D6+1
 Damage: Medium+2

DAMAGE TRACK

16		15	③	W	14	*	13	t	②	12
			①	t	10	*	T	9	8	W
W		11					1	t		X
7	6	5	t	4	3	2	1	t		

↑

B.P.V.: 66

B.D.

[illegible]

The Behemoth Returns

Introductory Scenario 4: Blizzards at the Door

This scenario depicts a typical screening action performed against a numerically superior foe. The Blizzard fighters are attempting to get past the Spirit Riders and inflict damage against an orbital metals processing factory.

Forces

Spirit Rider Element: Set up first anywhere on the map.

Spirit Rider A — Pilot (Plt 7, Gnr 10)
Spirit Rider B — Pilot (Plt 4, Gnr 9)

Flight from 141st Devonian: Set up second along Edge 1.

Blizzard A — Pilot (Plt 6, Gnr 7)
Blizzard B — Pilot (Plt 5, Gnr 5)
Blizzard C — Pilot (Plt 3, Gnr 2)
Blizzard D — Pilot (Plt 2, Gnr 1)

Special Rules

- 1) No ships are carrying torpedoes.
- 2) There is an orbital metals processing factory off Edge 3. Each Blizzard may exit off Edge 3 once to attack it. Keep track of the *complete* turns a ship is off-board. When a Blizzard returns (at the start of a turn), the controlling player places it on Edge 3. It only has half its Drive that turn (round down). Each Blizzard off Edge 3 is attacked by the defenses of the orbital factory at the end of every Cannon Fire Phase. This is a 2D8+1D10 attack which scores Medium damage.
- 3) The Blizzards should exit off of Edge 1 before the end of the game. Once off Edge 1, a Blizzard may not return to the map. Blizzards may only exit through Edges 3 and 1. Spirit Riders may not leave.
- 4) Blizzard pilots off the map at the beginning of a game turn may not influence the initiative roll.
- 5) At least 1 Blizzard must be on the map at the beginning of each Movement Phase, until the last has exited off of Edge 1. Otherwise, the scenario is forfeited to the Spirit Rider player.

Victory Conditions

The game lasts 10 game turns. Victory Points are accumulated as follows:

Spirit Riders: Total the TPVs of any Blizzards destroyed or not exited off of Edge 1 by the end of the game. Add 30 points if no Blizzards were off Edge 3 for at least one *complete* turn.

Blizzards: Count 10 points for each Spirit Rider destroyed. Add 5 points for each *complete* turn any Blizzard with a functioning Disruptor was off Edge 3.

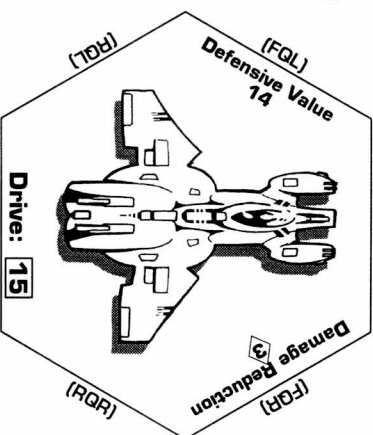
TPV
35

Pilot
2 Splatterguns (F)
To Hit: 2D6+1D10+1
Damage: Medium+2

Crew
Pilot: **7**
Gnr: **10**

BPV: 18 I.D. **SPRIT RIDER**

Mk. 10
Torps



Damage Track
(R) Tight Turn Cost: **1D4** +3

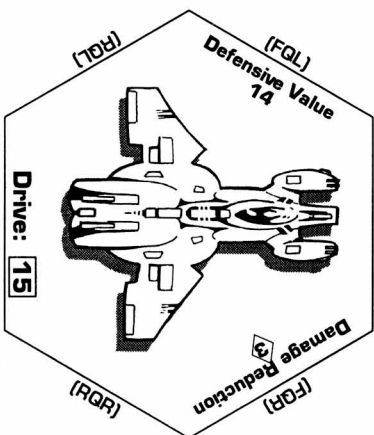
TPV
31

Pilot
2 Splatterguns (F)
To Hit: 2D6+1D10+1
Damage: Medium+2

Crew
Pilot: **4**
Gnr: **9**

BPV: 18 I.D. **SPRIT RIDER**

Mk. 10
Torps



Damage Track
(R) Tight Turn Cost: **1D8** +3

CRITICAL HITS

- 2 — Pilot killed. Spirit Rider may perform no further actions.
- 3 — Engines destroyed. Spirit Rider may not move or turn. Reduce Defensive Value to 5.
- 4 — Electronic Warfare knocked out. Spirit Rider may no longer jam torps. Reduce Defensive Value by 5.
- 5 — Maneuver Thrusters hit. Spirit Rider may no longer turn. Shields damaged. Reduce Defensive Value by 2.
- 7 — Splattergun Targeters hit. Reduce chance To Hit by 2.
- 8 — Evade Thrusters hit. Reduce Defensive Value by 3.
- 9 — Hull compromised. Reduce Defensive Value by 4.
- 10 — Engines severely damaged. Spirit Rider reduced to a Drive value of 1. Reduce Defensive Value by 7.
- 11 — Pilot dazed. Spirit Rider may not move or fire torps until after the next game turn.
- 12 — Reactor hit. Power supply detonates; vessel is destroyed.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

Blizzards at the Door

Blizzards at the Door

BPV: 19 I.D. **C** **BLIZZARD**

TPV 24

Pilot **1 Disruptorgun (F)**
To Hit: 2D8+1D4
Damage: Medium \$

Crew
Pilot: **3**
Gnr: **2**

Mk.10 Torps

Defensive Value 14

Damage Reduction

Drive: **18**

(F) Tight Turn Cost: **1D10** +3

DAMAGE TRACK

18	t	1	*	16	t	14	12
t	10	8	W	6	1	t	X

BPV: 19 I.D. **A** **BLIZZARD**

TPV 32

Pilot **1 Disruptorgun (F)**
To Hit: 2D8+1D8
Damage: Medium \$

Crew
Pilot: **6**
Gnr: **7**

Mk.10 Torps

Defensive Value 14

Damage Reduction

Drive: **18**

(F) Tight Turn Cost: **1D6** +3

DAMAGE TRACK

18	t	1	*	16	t	14	12
t	10	8	W	6	1	t	X

BPV: 19 I.D. **D** **BLIZZARD**

TPV 22

Pilot **1 Disruptorgun (F)**
To Hit: 2D8+1D4
Damage: Medium \$

Crew
Pilot: **2**
Gnr: **1**

Mk.10 Torps

Defensive Value 14

Damage Reduction

Drive: **18**

(F) Tight Turn Cost: **1D10** +3

DAMAGE TRACK

18	t	1	*	16	t	14	12
t	10	8	W	6	1	t	X

BPV: 19 I.D. **B** **BLIZZARD**

TPV 29

Pilot **1 Disruptorgun (F)**
To Hit: 2D8+1D6
Damage: Medium \$

Crew
Pilot: **5**
Gnr: **5**

Mk.10 Torps

Defensive Value 14

Damage Reduction

Drive: **18**

(F) Tight Turn Cost: **1D6** +3

DAMAGE TRACK

18	t	1	*	16	t	14	12
t	10	8	W	6	1	t	X

CRITICAL HITS

- Pilot killed.** Blizzard may perform no further actions. Defensive Value drops to 5.
- Torp Loads jettison.** Remove any remaining torp loads.
- Electronic Warfare knocked out.** Blizzard may no longer jam torps. Reduce Defensive Value by 3.
- Major Structural Damage inflicted.** Blizzard takes 1D4 more hits.
- Shields damaged.** Reduce Defensive Value by 2.
- Disruptorgun Targeter hit.** Reduce chance To Hit by 1.
- Evade Thrusters hit.** Reduce Defensive Value by 4.
- Hull compromised.** Reduce Defensive Value by 5.
- Engines damaged.** Blizzard reduced to a Drive value of 1. Reduce Defensive Value by 6.
- Pilot dazed.** Blizzard may not move or fire until after the next game turn.
- Reactor hit.** A blizzard of scrap metal is all that's left.

DISRUPTORGUN SPECS \$

Short Range: 1 hex (+1 To Hit).
Medium Range: 2 hexes.
Long Range: 3-6 hexes (-1 To Hit).
\$ If target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore the target's Damage Reduction when resolving a hit.

Introductory Scenario 5: Smuggler's Blues

The League of Merchants is an Empire-spanning crime syndicate, and its self-styled "Free Traders" are its most potent operatives. Like vermin, the League weathered the Terran-Hatchling war amazingly well, proving as difficult to exterminate as ever. Still, the League's power has been severely curtailed. As the League struggles to firmly reestablish its control, it has met resistance on many fronts.

Red Star intelligence picked up a tip about a shipment of contraband substances being shipped into their territory by the infamous Free Trader Hishira Matamori. This action depicts the battle between Red Star forces and Matamori's people.

Forces

Matamori's Shuttle and Escort Flight: Set up first in Area E.

Teal Hawk A — Pilot (Plt 9, Gnr 8)
Gunner (Gnr 9)
Spirit Rider A — Pilot (Plt 7, Gnr 7)
Spirit Rider B — Pilot (Plt 7, Gnr 6)
Spirit Rider C — Pilot (Plt 5, Gnr 7)
Spirit Rider D — Pilot (Plt 5, Gnr 5)

Red Star Security Flight: Set up second along Edge 4.

Salamander A — Pilot (Plt 7, Gnr 10)
Gunner (Gnr 7)
Salamander B — Pilot (Plt 6, Gnr 6)
Gunner (Gnr 5)
Night Hawk A — Pilot (Plt 6, Gnr 3)
Night Hawk B — Pilot (Plt 6, Gnr 2)

Special Rules

None.

Victory Conditions

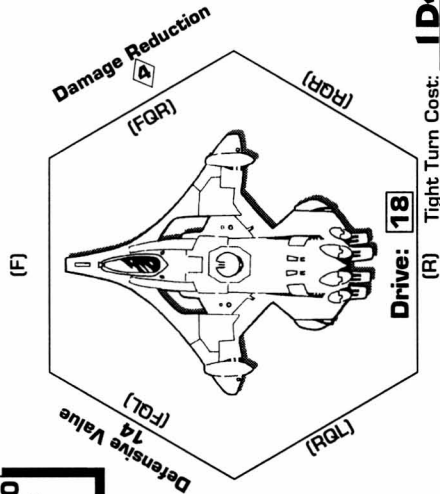
The Red Star forces have 6 game turns to destroy the Teal Hawk. If they do so, they win. If the Teal Hawk is not destroyed by the end of the scenario, the Free Trader side wins.

TPV
69

Pilot or Gunner ■
2 Blatguns (F)
To Hit(pilot):
2D6+1D8+1
To Hit(gunner):
2D6+1D10+1
Damage: High+2

Crew ■
PILOT **9**
Gnr: **8**
GUNNER **9**
Gnr: **9**

Mk. 10
Torp
○



DAMAGE TRACK

18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	X
2	4	4	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*

TEAL HAWK

I.D.

BPV: 43

CRITICAL HITS

- 2 — Crew killed. Teal Hawk may perform no further actions.
- 3 — Engines sputter. Teal Hawk may only use 4 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
- 4 — Electronic Warfare knocked out. Teal Hawk may no longer jam torps. Reduce Defensive Value by 5.
- 5 — Maneuver Thrusters damaged. All turns, including tight turns, cost one extra movement point to perform.
- 6 — Shields damaged. Reduce Defensive Value by 2.
- 7 — Pilot's Trigger Mechanism jams. Pilot may not use Blatguns.
- 8 — Blatgun Targeters damaged. Blatguns may not be fired until after the next game turn.
- 9 — Hull compromised. Reduce Defensive Value by 4.
- 10 — Gunner killed. Teal Hawk may not use the gunner's ADB for the Blatgun weapon system.
- 11 — Pilot dazed. Teal Hawk may not move until after the next game turn. Only the gunner may fire the Blatguns while the pilot is dazed.
- 12 — Reactor hit. Teal Hawk explodes and is destroyed.

BLATGUN SPECS

Short Range: 1-4 hexes (+1 To Hit).
Medium Range: 5-10 hexes.
Long Range: 11-15 hexes (-1 To Hit).

Target Speed Restriction: Target's Drive value must be ≤ 13.

Special Note: The Teal Hawk's Blatgun weapons may be fired by the Pilot or the Gunner, and the firer may change turn to turn. Use the correct ADB.

Smuggler's Blues

SALAMANDER

I.D. A

BPV: 66

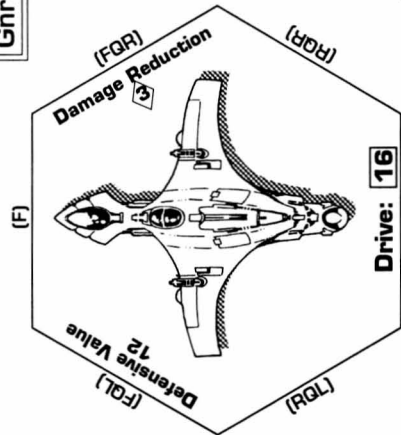
TPV **90**

Pilot
1 Impulsegun (F)
To Hit: 2D8+1D10
Damage: High

Crew
PILOT **7**
Gnr: **10**
GUNNER **7**

Mk.20
Torps

Mk.10
Torps



Drive: **16**
(R) Tight Turn Cost: **1D4** +3

Gunner
1 Pulse Laser (360°)
To Hit: 2D8+1D8
Damage: Low

Gunner
2 Splatterguns
(RQL) (R) (RQR)
To Hit: 2D6+1D8+1
Damage: Medium+2

DAMAGE TRACK

16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	t	W	X

SALAMANDER

I.D. B

BPV: 66

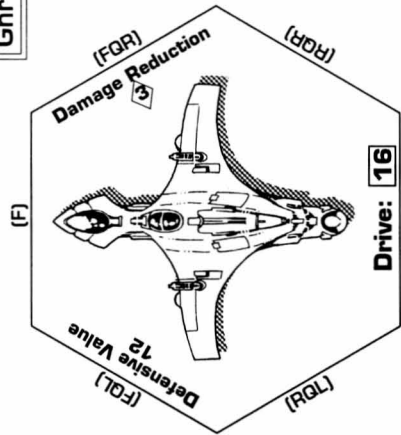
TPV **83**

Pilot
1 Impulsegun (F)
To Hit: 2D8+1D6
Damage: High

Crew
PILOT **6**
Gnr: **6**
GUNNER **5**

Mk.20
Torps

Mk.10
Torps



Drive: **16**
(R) Tight Turn Cost: **1D6** +3

Gunner
1 Pulse Laser (360°)
To Hit: 2D8+1D6
Damage: Low

Gunner
2 Splatterguns
(RQL) (R) (RQR)
To Hit: 2D6+1D6+1
Damage: Medium+2

DAMAGE TRACK

16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	t	W	X

CRITICAL HITS

- Crew killed. Salamander may perform no further actions.
- Engines sputter. Salamander may only use 3 movement points next game turn. Reduce Defensive Value by 5 due to additional damage.
- Electronic Warfare knocked out. Salamander may no longer jam torps. Reduce Defensive Value by 3.
- Maneuver Thrusters damaged. All turns, including tight turns, cost one extra movement point to perform.
- Shields damaged. Reduce Defensive Value by 2.
- Ionizers fizzle. Reduce Impulsegun's damage to Medium.
- Torp Targeting Scanner damaged. No torpedoes may be fired until after the next game turn.
- Hull buckles. Reduce Defensive Value by 4 and lose one torp of the pilot's choice.
- Gunner killed. Salamander may no longer use the Pulse Laser or Splatterguns.
- Pilot dazed. Salamander may not move or fire the Impulsegun until after the next game turn.
- Reactor hit. Starcraft explodes into oblivion.

IMPULSEGUN SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-8 hexes.
Long Range: 9-10 hexes (-1 To Hit).

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

PULSE LASER SPECS

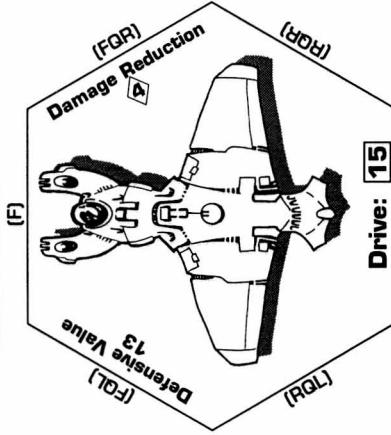
Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

Smuggler's Blues

TPV 56

Pilot:
6 Splatterguns (F)
To Hit: 2D6+1D4+5
Damage: Medium+10

Crew
PILOT
Plt: 6
Gnr: 3



Drive:

(R) Tight Turn Cost: 1D6₊₃

106

3

DAMAGE TRACK

		15			4	*	14		3	W	2
12			1		11			10	*	9	8
											W
					6		5		4	3	X
		7								1	

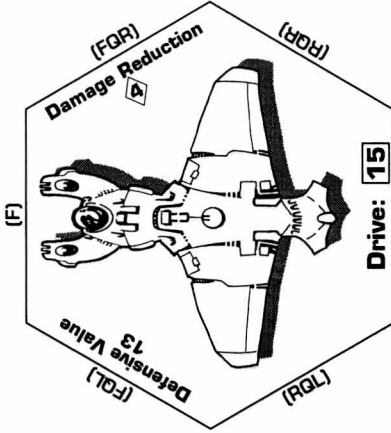
BPV: 47

L

TPV 55

Pilot
6 Splatterguns (F)
To Hit: 2D6+1D4+5
Damage: Medium+10

Crew
PILOT
Plt: 6
Gnr: 2



Drive:

(R) Tight Turn Cost: 1D6₊₃

1D6

DAMAGE TRACK

[illegible]

BPV: 47

L

CRITICAL HITS

- 2 — **Pilot killed.** Night Hawk may perform no further actions.
- 3 — **Engines sputter.** Night Hawk may only use 3 movement points next turn. Reduce Defensive Value by 6.
- 4 — **Electronic Warfare knocked out.** Night Hawk may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Meld Laser Targeters damaged.** Reduce chance To Hit by 1.
- 8 — **Splattergun Targeters damaged.** Splatterguns may not be fired until after the next game turn.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Severe structural damage.** Reduce Defensive Value by 6. Modify Night Hawk's further To Hit attempts by -4.
- 11 — **Pilot dazed.** Night Hawk may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Vessel explodes and is utterly destroyed.

■ SPLATTERGUN SPECS ■

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

■ MELD LASER SPECS ■

Short Range: 1–6 hexes (+1 To Hit).
Medium Range: 7–18 hexes.
Long Range: 19–20 hexes
 (–1 To Hit).

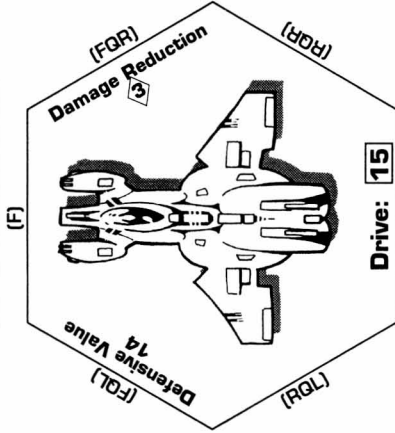
Target Speed Restriction: Target's Drive value must be ≤ 12 .

BPV: 18 I.D. **SPRIT RIDER**

TPV **32**

Crew
Pilot
Pit: **7**
Gnr: **7**

Pilot
2 Splatterguns (F)
To Hit: 2D6+1D8+1
Damage: Medium+2



Drive: 15 (R) Tight Turn Cost: **1D4** +3

DAMAGE TRACK

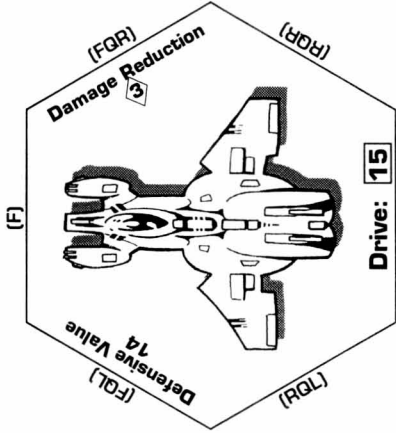
1	9	W	*	6	2
3	15		2	12	X

BPV: 18 I.D. **SPRIT RIDER**

TPV **30**

Crew
Pilot
Pit: **5**
Gnr: **7**

Pilot
2 Splatterguns (F)
To Hit: 2D6+1D8+1
Damage: Medium+2



Drive: 15 (R) Tight Turn Cost: **1D6** +3

DAMAGE TRACK

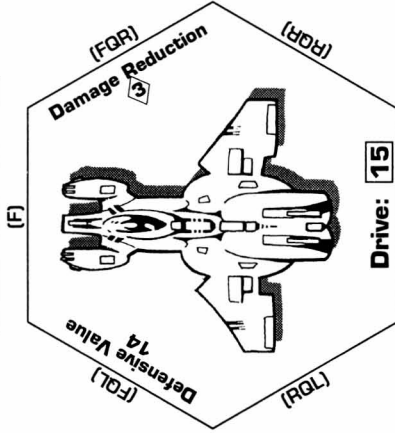
1	9	W	*	6	2
3	15		2	12	X

BPV: 18 I.D. **SPRIT RIDER**

TPV **31**

Crew
Pilot
Pit: **7**
Gnr: **6**

Pilot
2 Splatterguns (F)
To Hit: 2D6+1D6+1
Damage: Medium+2



Drive: 15 (R) Tight Turn Cost: **1D4** +3

DAMAGE TRACK

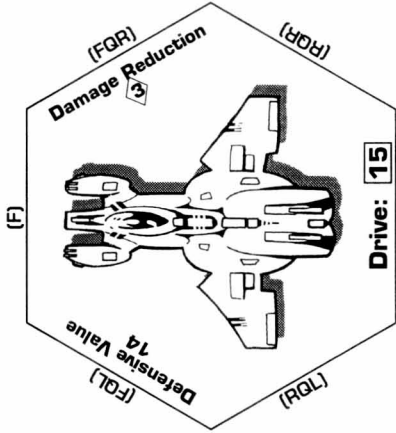
1	9	W	*	6	2
3	15		2	12	X

BPV: 18 I.D. **SPRIT RIDER**

TPV **28**

Crew
Pilot
Pit: **5**
Gnr: **5**

Pilot
2 Splatterguns (F)
To Hit: 2D6+1D6+1
Damage: Medium+2



Drive: 15 (R) Tight Turn Cost: **1D6** +3

DAMAGE TRACK

1	9	W	*	6	2
3	15		2	12	X

CRITICAL HITS

- 2 — Pilot killed. Spirit Rider may perform no further actions.
- 3 — Engines destroyed. Spirit Rider may not move or turn. Reduce Defensive Value to 5.
- 4 — Electronic Warfare knocked out. Spirit Rider may no longer jam torps. Reduce Defensive Value by 5.
- 5 — Maneuver Thrusters hit. Spirit Rider may no longer turn.
- 6 — Shields damaged. Reduce Defensive Value by 2.
- 7 — Splattergun Targeters hit. Reduce chance To Hit by 2.
- 8 — Evade Thrusters hit. Reduce Defensive Value by 3.
- 9 — Hull compromised. Reduce Defensive Value by 4.
- 10 — Engines severely damaged. Spirit Rider reduced to a Drive value of 1. Reduce Defensive Value by 7.
- 11 — Pilot dazed. Spirit Rider may not move or fire torps until after the next game turn.
- 12 — Reactor hit. Power supply detonates; vessel is destroyed.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-6 hexes.
Long Range: 7-10 hexes (-1 To Hit).

Late in 7 AL, the Primates laid claim to the planet Andropea, a former House Devon holding given to them freely. Unfortunately, a Colosian force had already set up shop on the planet's surface, and they weren't willing to leave quietly. After a drawn-out series of skirmishes, each engineered so as to not awaken the local Grub horde, the Colosians finally withdrew. As they did, they left behind a small force to protect their retreating force from the Primates' wrath.

Colosian Rearguard: Set up first in Area I.

Hell Bender A —	Pilot (Plt 5, Gnr 7)
Thunder Bird A —	Pilot (Plt 4, Gnr 7)
Thunder Bird B —	Pilot (Plt 4, Gnr 2)

Primate Pursuit Fighters: Set up second along Edge 1.

Lance Electra A — Pilot (Plt 5, Gnr 3)

Gunner (Gnr 8)

Dart A — Pilot (Plt 6, Gnr 9)

Dart B — Pilot (Plt 4, Gnr 8)

Dart C — Pilot (Plt 4, Gnr 6)

Dart D — Pilot (Plt 3, Gnr 5)

None.

To win, the Primates must destroy two of the Colosian fighters and exit three of their own starcraft off of Edge 3 by the end of game turn 10. All of the exited Pimate craft must have a current Drive of 10 or more. If all of these conditions are not met, the Colosians win.

Pilot
1 Pulse Laser (F)
To Hit: 2D8+1D4
Damage: Low

Crew
Pilot: **5**
Plt: **5**
Gnr: **3**
GUNNER
Gnr: **8**

1 Protobolt Projector (F)

Mk. 30 Torps

10 Hlt: 206+104
Damage: 10/8/6

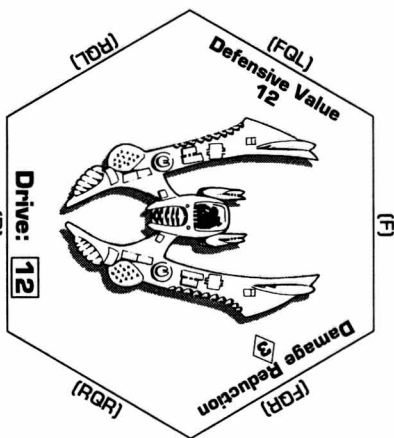
00

1 Gunner **1 Protobolt Projector (F)**

**Mik. 10
Torps**

To Hit: 2D6+1D8
Damage: 10/8/6

00



Tight Turn Cost: 1D6 +3

■ Gunner ■
Missile Launcher (360°)

$$\text{Lock-on} < \underline{8}$$

○ ○
○ ○
○ ○
○ ○
○ ○

○ ○
○ ○
○ ○
○ ○
○ ○

DAMAGE TRACK

[illegible]

2 — Pilot dazed. Electra may not move or fire Pilot's Projector or Pulse Laser until after next game turn.

3 — Engines sputter momentarily. Electra's Drive value is reduced to 3 until after next game turn.

4 — Electronic Warfare knocked out.

5 — Maneuver Thrusters damaged. All turns, including tight turns, cost 1 extra movement point to perform.

6 — Shields damaged. Reduce Defensive Value by 1.

7 — **Pilot's Protobolter hit.** Lost half its remaining ammo.

8 — Torp Targeting Scanner damaged. Cannot launch torps until after the next game turn.

9 — Left Hull buckles. Pilot's Projector loses 2 Protobolts. Reduce Defensive Value by 3

10 — Right Hull buckles. Gunner's Projector loses 2 Protobolts. Reduce Defensive Value by 3.

11 — Gunner dazed. Electra may not fire Gunner's Projector or Missile Launcher until after next game turn.

12 — Massive structural collapse. Lance Electra breaks up into chunks of useless scrap metal.

Short Range: 5-8 hexes (+1 To Hit).
Medium Range: 9-12 hexes.

Long Range: 13-16 hexes
[-1 To Hit].

Target Speed Restriction: Target's Drive value must be ≤ 14 .

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

THUNDER BIRD

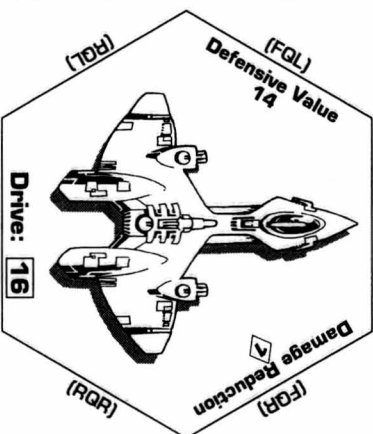
I.D. **A**
BPV: 25

TPV **36**

Pilot
4 Pulse Lasers (F)
To Hit: 2D8+1D8+3
Damage: Low+3

Crew
Pilot: **4**
Gnr: **7**

Mk.20 Torp
Mk.10 Torps



(R) Tight Turn Cost: **1D8** +3

DAMAGE TRACK

16	1	14	t	11	
*	*	9	w	5	t
T	*			1	
					X

THUNDER BIRD

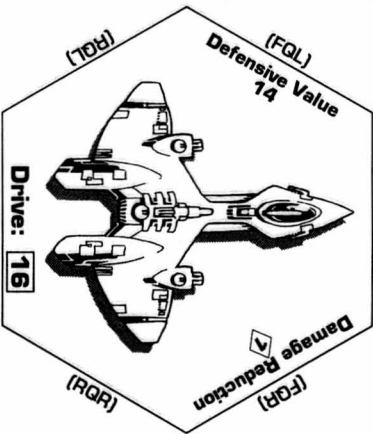
I.D. **B**
BPV: 25

TPV **31**

Pilot
4 Pulse Lasers (F)
To Hit: 2D8+1D4+3
Damage: Low+3

Crew
Pilot: **4**
Gnr: **2**

Mk.20 Torp
Mk.10 Torps



(R) Tight Turn Cost: **1D8** +3

DAMAGE TRACK

16	1	14	t	11	
*	*	9	w	5	t
T	*			1	
					X

CRITICAL HITS

- Pilot killed.** Thunder Bird may perform no further actions.
- Engines severely damaged.** Thunder Bird reduced to a Drive value of 1. Reduce Defensive Value by 7 due to additional damage.
- Electronic Warfare knocked out.** Thunder Bird may no longer jam torps. Reduce Defensive Value by 5.
- Maneuver Thrusters damaged.** All turns, including Tight Turns, cost one extra movement point to perform.
- Shields damaged.** Reduce Defensive Value by 2.
- Pulse Laser Targeters damaged.** Reduce chance To Hit by 4.
- Laser Targeters damaged.** Pulse Lasers may not be fired until after the next game turn.
- Torp Load jettison.** Thunder Bird loses 1D4 torps of the pilot's choice.
- Engines sputter.** Thunder Bird may only use 2 movement points next game turn. Reduce Defensive Value by 6 due to additional damage.
- Pilot dazed.** Thunder Bird may not move or fire until after the next game turn.
- Reactor hit.** Craft detonates and is destroyed.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

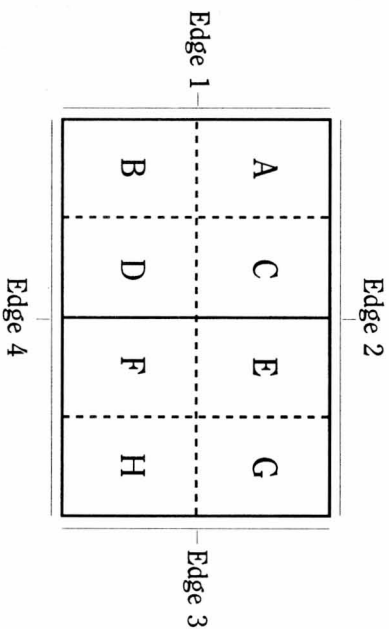
Rearguard

Training Missions

This pack contains six easy-to-play scenarios specifically designed for players new to *Silent Death*. They are numbered from 1 to 6, in increasing order of complexity. First time players should play through them in the order presented. This way, you'll gradually ease yourself into playing larger and more exciting games.

To use the scenarios, remove the staples that bind this pack together and separate the individual sheets. Each sheet contains all you need to play one or two different scenarios. Select a scenario to play and chose sides. Then separate the sheet down the middle, giving each player the appropriate starcraft displays. Note that all the required numbers and information have already been filled in for you, so you're all ready to play! All you need to provide is a pencil.

These scenarios use the standard map configuration shown below.



TPV: **44**

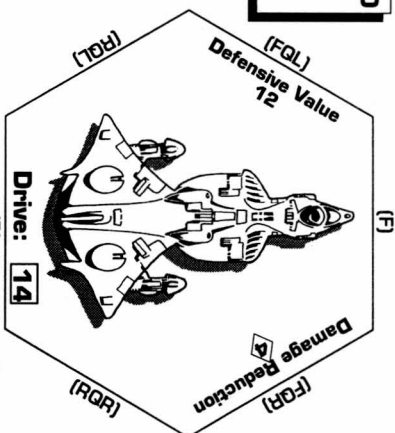
Pilot **1 Autocannon (F)**
To Hit: 2D6+1D8
Damage: Medium †

Cr ew
Pilt: **5**
Gnr: **7**

Pilot **1 Meld Laser (F)**
To Hit: 2D8+1D8
Damage: Medium

Pilot **2 Pulse Lasers (F)**
To Hit: 2D8+1D8+1
Damage: Low+1

Mk. 30 Torps



(F) Defensive Value 12
(FQL) (RQL) (RGR)
Drive: **14**
(R) Tight Turn Cost: **1D6** +3

DAMAGE TRACK

4	14	*	13	W	12	2	11	t	10	W
9	1	8			7	*	6	t	5	
3					2					

HELL BENDER

I.D.

BPV: 32

Rearguard

CRITICAL HITS

- Pilot killed.** Hell Bender may perform no further actions. Defensive Value drops to 5.
- Engines sputter.** Hell Bender may only use 3 movement points next game turn.
- Electronic Warfare knocked out.** Hell Bender may no longer jam torps. Reduce Defensive Value by 2.
- Pulse Lasers lose power.** Pulse Lasers may not be fired until after next game turn.
- Shields damaged.** Reduce Defensive Value by 1.
- Autocannon hit.** Lose half of remaining ammo.
- Meld Laser Targeting damaged.** Modify Meld Laser To Hit attempts by -3.
- Minor Hull Breach inflicted.** Reduce Defensive Value by 2.
- Torp Loads jettison harmlessly.** Remove all torps.
- Pilot dazed.** Hell Bender may not move or fire until after the next game turn.
- Reactor explodes.** Hell Bender is destroyed.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

AUTOCANNON SPECS†

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-10 hexes.
Long Range: 11-24 hexes (-1 To Hit).

Target Speed Restriction: Target's Drive value must be ≤ 10.

† When two Attack Dice come up doubles, multiply damage by 2.

MELD LASER SPECS

Short Range: 1-6 hexes (+1 To Hit).
Medium Range: 7-18 hexes.
Long Range: 19-20 hexes (-1 To Hit).

DART

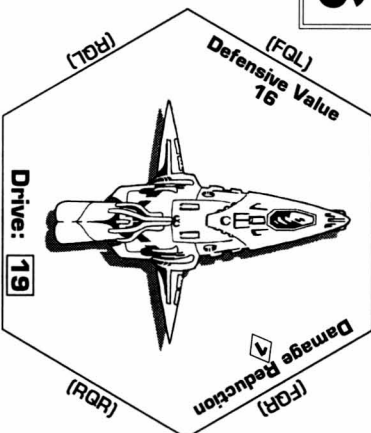
BPV: 21 I.D.

TPV **36**

Pilot
2 Pulse Lasers (F)
To Hit: 2D8+1D6+1
Damage: Low+1

Pilot
1 Minigun (F)
To Hit: 2D6+1D10
Damage: Low†

Crew
Pilot: **6**
Gnr: **9**



DAMAGE TRACK

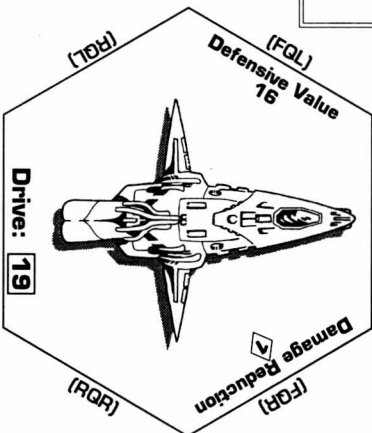


Pilot
2 Pulse Lasers (F)
To Hit: 2D8+1D6+1
Damage: Low+1

Pilot
1 Minigun (F)
To Hit: 2D6+1D6
Damage: Low†

Crew
Pilot: **4**
Gnr: **6**

TPV **31**



DAMAGE TRACK



DART

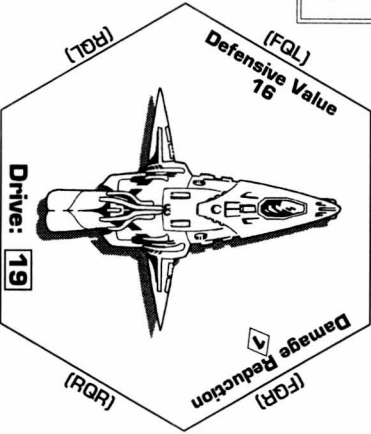
BPV: 21 I.D.

TPV **33**

Pilot
2 Pulse Lasers (F)
To Hit: 2D8+1D8+1
Damage: Low+1

Pilot
1 Minigun (F)
To Hit: 2D6+1D8
Damage: Low†

Crew
Pilot: **4**
Gnr: **8**



DAMAGE TRACK

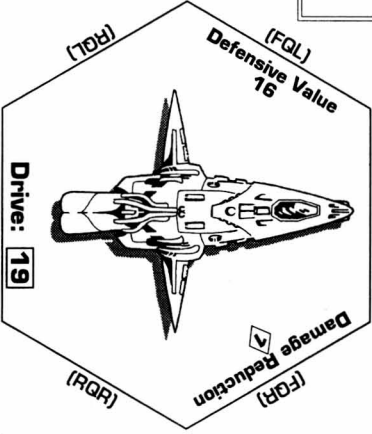


Pilot
2 Pulse Lasers (F)
To Hit: 2D8+1D6+1
Damage: Low+1

Pilot
1 Minigun (F)
To Hit: 2D6+1D6
Damage: Low†

Crew
Pilot: **3**
Gnr: **5**

TPV **29**



DAMAGE TRACK



CRITICAL HITS

- Structural collapse. Dart folds up. It is destroyed.
- Engines severely damaged. Reduce Dart's Drive value to (1D4+1).
- Electronic Warfare knocked out. Dart may no longer jam torps. Reduce Defensive Value by 4.
- Maneuver Thrusters malfunction. Dart may no longer make Tight Turns.
- Shields damaged. Reduce Defensive Value by 2.
- Minigun Ammo destroyed. Gun may no longer fire.
- Evade Thrusters hit. Reduce Defensive Value by 3.
- Pulse Laser Capacitors overheated. Dart takes one more hit on damage track due to internal flash fire.
- Controls momentarily lock up. Dart must move straight ahead at maximum speed next Movement Phase. Afterwards, Dart may move normally.
- Pilot killed. Dart may perform no further actions. Defensive Value drops to 5.
- Reactor hit. This Dart is gone.

PULSE LASER SPECS

Short Range: 1-3 hexes (+1 To Hit).
Medium Range: 4-9 hexes.
Long Range: 10 hexes (-1 To Hit).

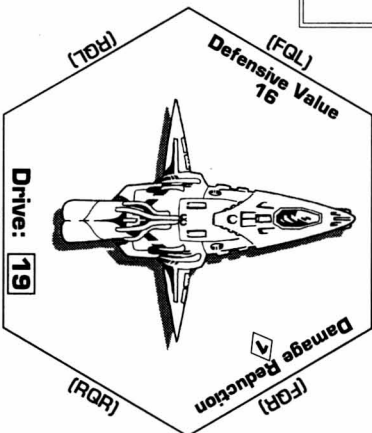
MINIGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
Medium Range: 3-5 hexes.
Long Range: 6-12 hexes (-1 To Hit).
† Whenever two of the Attack Dice roll doubles, multiply base damage by 2.

DART

BPV: 21 I.D.

TPV **31**



DAMAGE TRACK



Pilot
2 Pulse Lasers (F)
To Hit: 2D8+1D6+1
Damage: Low+1

Pilot
1 Minigun (F)
To Hit: 2D6+1D6
Damage: Low†

Crew
Pilot: **4**
Gnr: **6**

Rearguard